APX ATARI® PROGRAM EXCHANGE

Joe Grande

MONKEY UP A TREE

Solve problems so the monkey
can reach the bananas

Cassette: 24K (APX-10165)
Version 2

Diskette: 24K (APX-20165)
Version 1

Edition B

User-Written Software for ATARI Home Computers

Joe Grande

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by

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Program and Manual Contents ©1982 Joe Grande

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INTRODUCTION

OVERVIEW

It's lunch time in the jungle and a little monkey has found a nice banana tree with lots and lots of ripe bananas. The only way the monkey can climb the tree to reach the bananas is for you to solve arithmetic problems. It's up to you to help the monkey get its lunch today.

Each time an addition, subtraction, multiplication, or division problem appears below the tree, you type the answer. If you're right, the monkey can climb part way up the tree. If you miss an answer or take too much time, the monkey slides back down a bit, and the right answer displays so you can study it. The monkey is very hungry today, and wants three bananas for lunch, but he can grab just one banana on each trip up the tree. Only you can make a hungry monkey happy (and win the game).

You can play MONKEY UP A TREE alone or with another player of any age, because each correct answer you enter raises the difficulty level of your next problem. Your speed and accuracy determine the difficulty level, which is continually adjusted. This handicapping feature means that adults should try hard too, rather than going easy on the children. It also means that the game keeps up as your mathematical ability grows!

REQUIRED ACCESSORIES

Cassette version
- 24K RAM
- ATARI 410 Program Recorder

Diskette version
- 24K RAM
- ATARI 810 Disk Drive

ATARI BASIC Language Cartridge

CONTACTING THE AUTHOR

The author invites written inquiries and comments, especially on the automatic handicapping feature. Contact him at:

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Sunland, California 91040

GETTING STARTED

LOADING MONKEY UP A TREE INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.

2. If you have the cassette version of MONKEY UP A TREE:

   a. Have your computer turned OFF.

   b. Turn on your TV set.

   c. Insert the MONKEY UP A TREE cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

   d. Turn on the computer while holding down the START key.

   e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of MONKEY UP A TREE:

   a. Have your computer turned off.

   b. Turn on your disk drive.

   c. When the BUSY light goes out, open the disk drive door and insert the MONKEY UP A TREE diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more than one drive.)

   d. Turn on your computer and TV set. The program will load into computer memory and start automatically.

   When the program is ready, the jungle is drawn on the screen and a little tune plays. The monkey comes along and gets ready to start up the tree.

SELECTING THE NUMBER OF PLAYERS

If you want two players, you can press the SELECT button and another monkey gets ready to climb the other side of the tree. Press SELECT again, and he goes away, leaving just one player.

PLAYING THE GAME

Once you have the right number of monkeys on the screen, just press START, and the first problem displays on the screen.

If there are two monkeys, you'll know which one must solve the problem because he'll start moving his tail. The first player helps the monkey on the left and the second player (if there is one) helps the monkey on the right. When it's your turn to answer a problem, type in the numbers on the computer keyboard. To erase a mistake, press the key marked DELETE/BACK S. To tell the computer you're done, press RETURN. If you press any other key, nothing happens.

If you give the right answer to the problem, your monkey climbs part way up. When the monkey gets high enough to reach the bananas, he gets to pick one. He goes back to the foot of the tree to eat the bananas. It takes three bananas for the monkey to have a good lunch and for you to win the game.

If the answer you give is wrong, your monkey slides back down the tree a little, and the right answer displays on the screen. Take as long as you want to see the right answer, and then press RETURN when you're ready to continue the game.

The program doesn't give you problems that are too hard or too easy for you. If you answer quickly and get a lot of answers right, the problems become more challenging.

Don't take too long to answer problems, or your monkey may fall asleep and slide down the tree. (He won't go very far before he wakes up, though.)

You can end a game at any time by pressing START. Then to begin another game, press START again. Any time you're starting a new game with one or more new players, you should press SELECT. (Otherwise, the difficulty level of the problems reflects the answers you gave in the previous game.)

NOTES

MONKEY UP A TREE is handicapped so that an adult can play against a child. The speed and accuracy of previous answers determine the difficulty of each new problem. Skilled players move quickly up to problems that are more difficult. All players are held at the lowest level at which they show some difficulty. They move up as they acquire confidence and thus speed at that level.

Some adults playing with children have a tendency to go easy on them. This defeats the game. Always do your best to give fast, accurate answers. Soon you'll find yourself as challenged as the child is, and you'll miss as often. No one ever wins by more than one or two problems.

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Useful (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

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(seal here)